GAME BOY® ADVANCE

AGB-FMRE-USA

# METROID®

INSTRUCTION BOOKLET

***PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.***

***IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES***

## ⚠WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

**Convulsions**
**Altered vision**
**Eye or muscle twitching**
**Involuntary movements**
**Loss of awareness**
**Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

## ⚠WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

## ⚠WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

*The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.*

Official Nintendo Seal®

Nintendo does not license the sale or use of products without the Official Nintendo Seal.

**THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.**

## *NEED HELP PLAYING A GAME?*

*You can visit our website at www.nintendo.com for game play information.*
*For automated game play tips and news, call Nintendo's Power Line at:* ***1-425-885-7529.***
*This may be a long distance call, so please ask permission from whomever pays the phone bill.*

***Rather talk with a game counselor?***
**1-800-521-0900**
*Available in U.S. and Canada - $1.50 per minute (U.S. funds)*
*Please have Visa or MasterCard ready*

***MON. - SUN., 6:00 a.m. to 7:00 p.m., Pacific Time***
*Callers under 18 need to obtain parental permission to call. Prices subject to change.*
*TTY Game Play Assistance: 425-883-9714*

EVERYONE
E
CONTENT RATED BY
ESRB

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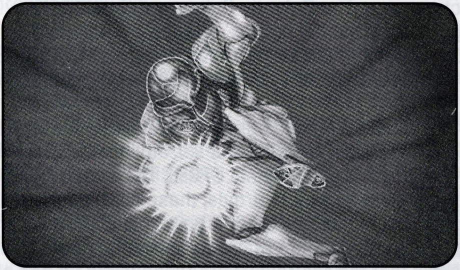
## *CONTENTS*

The Metroid Story 6
Controls 8
Title Screen 9
System Menu 10
Password Screen 11
How to Play 12
Reading the Screen Displays 13
The Three Zones of Zebes! 14
The Map 16
Power Items 18
Enemies 21
Warranty & Service Information 31



Space pirates have stolen the dangerous life-forms known as "Metroids" and plan to use them to destroy the galaxy! Only the space bounty hunter Samus Aran has the power to overturn the pirates' evil plot and save the galaxy!

# THE METROID STORY

In the year 2000 of the Cosmic Calendar, representatives from the many different planets in the galaxy established a congress called the Galactic Federation, and an age of prosperity began. A successful exchange of cultures and civilization resulted and thousands of interstellar spaceships shuttled back and forth between planets. Soon, however, Space Pirates appeared to attack the spaceships, threatening the galactic peace. The Galactic Police and Galactic Army struck against this aggression, but the pirates' attacks were powerful and it was not possible to catch them all in the vast reaches of space. So, the Federal Bureau called together powerful bounty hunters to battle with the pirates.

In the year 20X5 of the Cosmic Calendar, a terrible incident occurred. The Space Pirates attacked a deep-space research spaceship and seized capsules containing unknown life-forms that had just been discovered on planet SR388. The Space Pirates' objective was to acquire this life-form: known simply as Metroids, these floating organisms were incredibly dangerous, as they could latch onto any other organism and drain its life-energy. Furthermore, it was possible to replicate Metroids in vast numbers by exposing them to beta rays. The hypothesis that the Metroids were responsible for one of the greatest mysteries in the entire galaxy—the extinction of life on planet SR388—was generally accepted as fact.

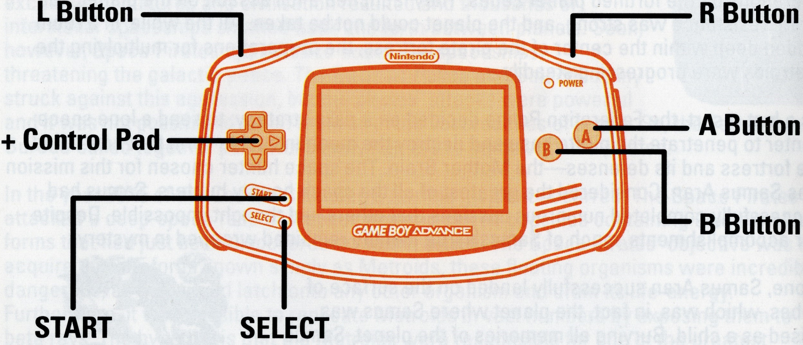
If the Space Pirates were able to breed the Metroids and then use the creatures as biological weapons, the destruction of all galactic civilization would be nearly certain. After a desperate search, the Federation Police discovered the Space Pirates' base of operations on the fortified planet Zebes. They launched a full assault on the planet, but pirate resistance was strong, and the planet could not be taken. All the while, in a room hidden deep within the center of the pirate fortress, the preparations for multiplying the Metroids were progressing steadily.

As a last resort, the Federation Police decided on a risky strategy: to send a lone space hunter to penetrate the pirate base and destroy the mechanical life-form that controlled the fortress and its defenses—the Mother Brain. The space hunter chosen for this mission was Samus Aran. Considered the greatest of all the space bounty hunters, Samus had successfully completed numerous missions that others had thought impossible. Despite her accomplishments, much of Samus's true identity remained wrapped in mystery.

Alone, Samus Aran successfully landed on the surface of Zebes, which was, in fact, the planet where Samus was raised as a child. Burying all memories of the planet, Samus agreed to carry out this mission and face the traps of the Mother Brain. But the question remained: could Samus Aran truly complete this task and return peace and order to the galaxy?

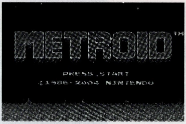
# CONTROLS

Insert the Game Pak into the Game Boy Advance and turn the power ON.

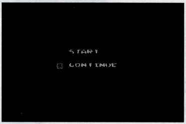

L Button
R Button
Nintendo
POWER
A Button
+ Control Pad
A
B
START
SELECT
B Button
GAME BOY ADVANCE
START
SELECT

*For more information about the Game Boy Advance SP or the Game Boy Player, refer to the manuals for each system.

# TITLE SCREEN



**SELECT**
Press SELECT to choose Start or Continue.



**START**
Press START to confirm your choice.

*If you choose Start, the game begins.

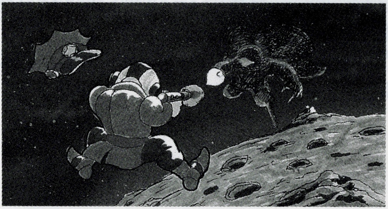
*If you choose Continue, the password screen appears.

- Pausing the game:

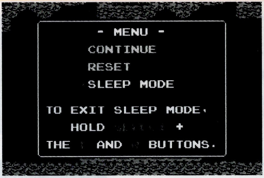
Press START during play to pause the game. To resume the game, press START again.

**START + SELECT + A + B Buttons**
Press simultaneously to reset the game.

**L Button + R Button**
Press simultaneously to access the system menu. From the system menu, you can reset or sleep. Turn the power ON while holding the L and R Buttons to access a menu from which you can restore saved data to the default settings.



# SYSTEM MENU



TO EXIT SLEEP MODE,
HOLD +
THE AND BUTTONS.

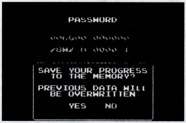
- **Continue**
  Continue your game.

- **Reset**
  Return to the title screen.

- **Sleep Mode**
  The power remains ON, but the liquid crystal display will turn off and the game will pause to reduce battery consumption.
  *If the batteries run out during Sleep mode, the power will turn OFF.

# PASSWORD SCREEN

**Password Screen**
When the game is over, the password will appear. At this point, press START to continue your last game. This password is saved to the Game Pak and allows you to access your saved game when you enter it.

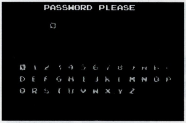


PASSWORD

SAVE YOUR PROGRESS
TO THE MEMORY?

PREVIOUS DATA WILL
BE OVERWRITTEN

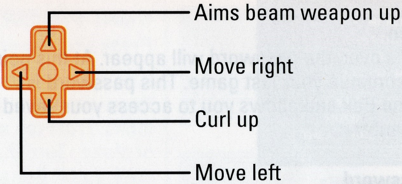
**Entering the Password**
Use the + Control Pad to move the cursor. Press the A Button to confirm or press the B Button to backspace. When you finish entering the password, press START to begin the game. If you make a mistake entering the password, the warning "ERROR TRY AGAIN" will appear.



PASSWORD PLEASE

# HOW TO PLAY

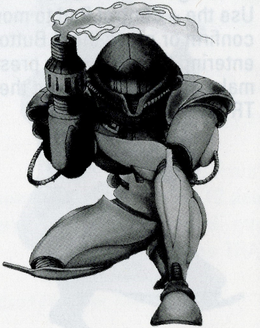
**+ Control Pad**
Move Samus


Aims beam weapon up
Move right
Curl up
Move left

**A Button**
Jump

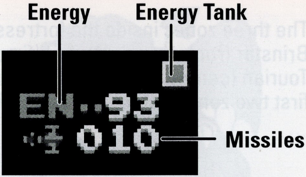
**B Button**
Shoot beam or set bombs

**SELECT:**
Select beam missile



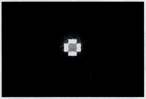
# READING THE SCREEN DISPLAYS

During the game, data on Samus will appear on the screen display, as shown in the picture to the right. In the beginning, only the amount of energy will be displayed. But later on, when Samus captures an energy tank or a missile, those numbers will be displayed, too. Pay attention to this data!



## When Samus Captures an Energy Ball...

When Samus destroys an enemy, sometimes it emits an energy ball. If Samus captures the ball, her energy will increase. However, her energy cannot increase beyond 99 without extra energy tanks.

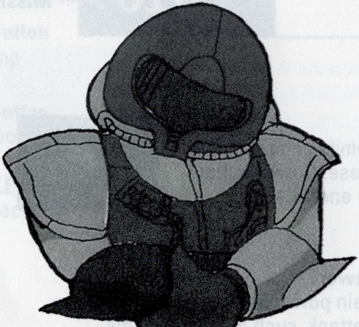


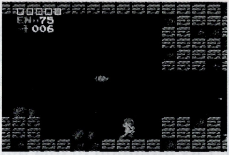
## Hunt Out The Power Items and Boost Samus' Power!

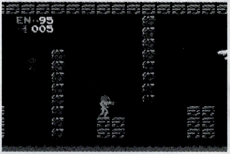
Boost Samus' power by finding rooms that contain power items and capture them. Boosting Samus' power gives her new ways to attack, such as wave beams, screw attacks, and bombs. There are 10 power items in total. Collect as many as you can to fortify Samus!

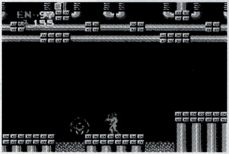
# THE THREE ZONES OF ZEBES!

The three zones inside the fortress are Brinstar (rocky zone), Norfair (fire zone), and Tourian (central base). You have to clear the first two zones before you reach Tourian.

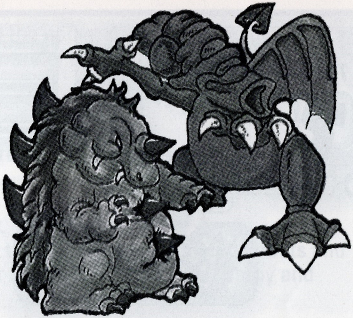








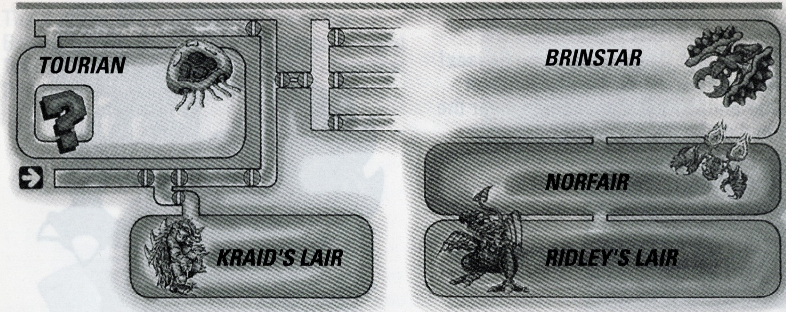
**Search Out and Destroy the Mini-Bosses!**
The Mini-Bosses have their hideouts in Brinstar and Norfair. Zap them to clear the area and move on. When they are both down, you can make a bridge that will take you to Tourian.



**Pitting Samus Against The Mother Brain**
First, clear the giant maze.

The interior of the planet Zebes is a winding, complicated maze. Samus must attack the walls with beams and bombs while searching for the secret passageway through which she can advance. Use the map on the next page to work out where Samus is. Or better still, make a map of your own to guide you.

# THE MAP


TOURIAN
BRINSTAR
NORFAIR
KRAID'S LAIR
RIDLEY'S LAIR

This map shows you what the inside of the fortress planet looks like. The Mini-Bosses have their hideouts in Brinstar and Norfair. Find and zap two Mini-Bosses to build the bridge to Tourian. Get to the Central base containing Mother Brain. Three kinds of gates will block your way. The blue gates open after one blast from your beam, red gates open after five missile blasts, and all the other gates open after 10 missile blasts.

**All Paths Start at Brinstar.**
None of the fierce enemies appear at the start of the game. Use this time to get rid of all the minor enemies and boost Samus' power. Beware of the water! Falling in weakens Samus' energy.

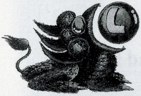
**Face the Treacherous Fire-Sea of Norfair!**
Samus' energy seeps away if she falls into the fire-sea. Watch where you land because there's not much foot-room.

**Watch Out! Two Mini-Bosses Are Lying on Wait.**
In Brinstar and Norfair, Samus has to search out the Mini-Bosses in their hideouts and zap them. Look for the corridors that lead to their hideouts. Renew your energy and zoom ahead.

**At Last! You're Close to Tourian!**
Once you've defeated the Mini-Bosses, you have to hit the Mini-Boss statues at the entrance to Tourian in order to build the bridge. Now you're ready to enter Tourian. The only way you can kill the Metroid is to freeze it with your ice beam and attack it with missiles. Will Samus finally discover the true nature of the Mother Brain?

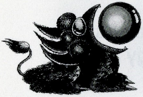
# POWER ITEMS

Rooms containing power items are hidden somewhere in the fortress of Zebes. To make a power item appear, find the rooms and hit the crystal ball held by the statue.



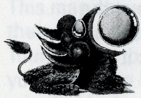
**Long Beam**

The Long Beam broadens the attacking range of your beam, which is useful for attacking enemies from a distance. It can also boost the range of the Ice Beam and the Wave Beam.



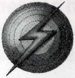
**Ice Beam**

This allows you to freeze an enemy temporarily. If you already have a long beam, then the Ice Beam becomes a long Ice Beam. This can't be used at the same time as the Wave Beam. When you freeze an enemy, you can climb over it.

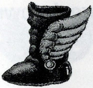


**Wave Beam**

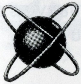
This beam is wave-shaped and stronger than normal beams. If you already have a Long Beam, the Long Beam becomes a Long Wave Beam.



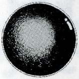
**Screw Attack**
This super-strong power item spins in flight to attack the enemy. Samus' armor flashes during a Screw Attack.



**High Jump Boots**
With these boots, Samus can jump one-and-a-half times higher that she normally can. Jumping high walls to get to new zones is no problem for her with these. Be sure to get ahold of them.

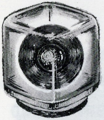


**Varia**
This raises Samus' powers of resistance and cuts in half the amount of energy she uses up when attacked by an enemy. It is most useful when in combat with the deadliest enemies.



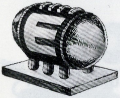
**Maru Mari**
Samus grows small and round like a ball when she gets this power item, which is useful when traveling along narrow passageways.

# POWER ITEMS



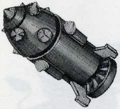
**Bomb**

Samus can use this Bomb while she is still small and round (Maru Mari). Use the B Button to attack an enemy with the Bomb. Use the blast to break down barriers. You will need Bombs when escaping from the Metroid.



**Energy Tank**

Energy is stored in a tank. Normally, the amount of storable energy cannot exceed 99, but with each tank it grows by 100. You can collect as many as six tanks. Keep your eye out for them and save as much energy as you can.

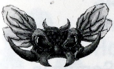


**Missile Rocket**

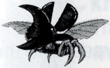
This stores the missiles. If you capture one, you get five more missiles. Collect missiles from defeated enemies. You can store a maximum of 255. Press SELECT to select the missiles and press the B Button to fire.

# ENEMIES

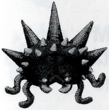
Enemies have different personalities, but they all try to obstruct Samus' progress. You have to memorize the places each character is likely to appear and the best way to overcome them.



**Mellows**
These creatures can pass through walls. They like to chase after you in groups.

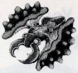


**Zebs**
These creatures occasionally fly out of air holes. It takes one blast of the normal Beam to destroy the yellow ones and two blasts to destroy the red ones.

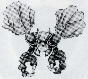


**Zoomers**
These fierce little creatures spray sticky fluid from their feet so they can move along the floor or up and down walls. There are two kinds: red Zoomers and less powerful yellow Zoomers.

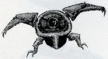
# ENEMIES



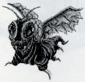
**Wavers**
These powerful enemies flutter around in irregular patterns.



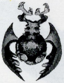
**Rios**
These creatures zoom down to attack Samus from the upper walls.



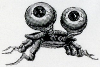
**Memus**
They can pass through rocks and walls. Be careful, as they fall on Samus in groups.



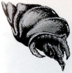
**Geegas**
They come out through air holes and fly sideways. There are two types, and the brown ones have twice the strength.



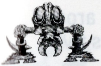
**Skrees**
They use their wings like drills to descend from the ceiling and attack Samus. Be careful of rock splinters when they are digging into the ground.



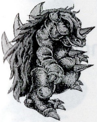
**Zeelas**
These boneless animals creep along horizontal and vertical surfaces. They normally live underground. The blue ones are the strongest.



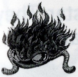
**Rippers**
These slow creatures don't attack but fly aimlessly in straight lines. It is wiser to run away from them than to try fighting them.



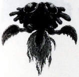
**Side Hoppers**
These powerful enemies attack Samus while hopping. Be careful–the Side Hopper's strength is second only to the Mini-Boss. Destroy them with one missile blast.



**Kraid**
This is the head of the Mini-Boss hideout. He hurls horns from his stomach and back. Be very careful of his fierce attacks. If he hits Samus, she will lose much of her energy.

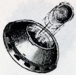


**Mellas**
These enemies move in groups and can pass through walls and rocks. They are the weakest, and a single blast of the normal Beam will flatten them.

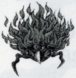


**Squeepts**
They emerge from the lava and sink back into it. It takes more than one blast of the normal Beam to destroy them.

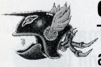
# ENEMIES



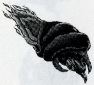
**Polyps**
These are poisonous lumps of lava that are blown out of the air holes. They are weak enemies and have no life force.



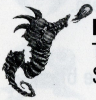
**Novas**
Their entire bodies are covered in spiky, fireproof wool and they crawl around the floor. A missile blast will kill them. If using the normal Beam, it takes two blasts to kill the blue ones and four blasts to kill the yellow ones.



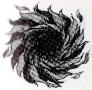
**Gamets**
Their bodies are covered by a super-hard shell. They fly out of the air holes and attack Samus. The red ones have twice the strength of the others.



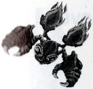
**Ripper IIs**
These Rippers are more advanced than the Rippers that appear in Brinstar. They look the same as the other Rippers, but they can spit fire and fly much faster.



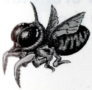
**Dragons**
These ancient Dragons live in the lava and stick their heads out to blow fire at Samus. Beware! If his fire blasts hit Samus, her energy will decrease.



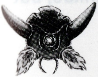
**Multiviolas**
These simple-structure organisms rebound off walls and bounce around. They are powerful and difficult to attack with the normal beam because the walls deflect them and they are always moving. Use a power item to boost power first. One missile blast will then destroy them.



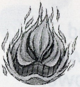
**Gerutas**
The skin of these powerful opponents can generate fire and radiate the energy inside their bodies. Be especially careful of the strong red ones.



**Zebbos**
These enemies fly out of the air holes. A single blast will defeat the blue ones, but it takes two blasts to destroy the yellow ones. These are the weakest opponents in the hideout.

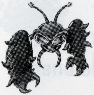


**Holtzes**
These creatures fly down from the ceiling, attack Samus, and then fly back up. Armor-plated like Gerutas, they are also armed with two horns. It takes several blasts of the normal beams or a single missile blast to destroy them.



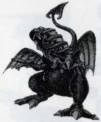
**Violas**

These are Multiviola larvae that crawl along the ground. It takes two blasts of the normal Beam to destroy the blue ones and four blasts or one missile to destroy the yellow ones.



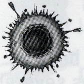
**Dessgeegas**

They jump toward Samus to attack her and are very strong. It takes several blasts of the normal Beam or one missile blast to destroy them.



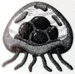
**Ridley**

Ridley is the head of Mini-Boss Hideout 2. It jumps up into the air and breathes fire. It's the original life-form of the planet Zebes and is controlled by the Mother Brain. Destroy it and you win 75 missile blasts!



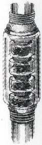
**Rinkas**

These fireballs suddenly appear in the last scene. There are many Rinkas, but they are not very strong.



**Metroid**

This protoplasm in suspended animation was discovered on the planet SR388. It clings onto Samus' body and sucks her energy. It can't be destroyed directly with the normal Beam. Freeze it with the Ice Beam, and then fire five missile blasts at it.



**Zeebetite**

This energy source is vital for keeping Mother Brain alive. It is no more than a life-supporting system and therefore won't attack, but it must be destroyed with missiles. One missile blast is not enough. Other weapons are harmless against it. Keep firing missiles or it will simply come to life again.

**Mother Brain**

Mother Brain lies in the central base of the fortress planet Zebes, the home of the Space Pirates. Its aim is to multiply the Metroid and destroy the galaxy. Zeebetite is its energy source. You have to discover Mother Brain's weak point before you can launch a missile attack. When hit, it makes a shrieking noise.

# NOTES

REV-D

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REV-O

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